NFL BLITZ 2000

OFFICIALLY LICENSED PRODUCT
NFL

PLAYERS INC

MIDWAY

MIDWAY HOME ENTERTAINMENT INC.
P.O. BOX 2097 CORSICANA, TX 75151-2097
www.midway.com

AVALANCHE

SEGA

SEGA

C13469138

MIDWAY

EVERYONE

E

CONTENT RATED BY
ESRB

T-9703N

WARNING

Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.
To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
• Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
• Do not play if you are tired or have not had much sleep.
• Make sure that the room in which you are playing has all the lights on and is well lit.
• Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
• Before removing disc, be sure it has stopped spinning.
• The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
• Do not allow fingerprints or dirt on either side of the disc.
• Avoid bending the disc. Do not touch, smudge or scratch its surface.
• Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
• Do not write on or apply anything to either side of the disc.
• Store the disc in its original case and do not expose it to high temperature and humidity.
• Do not leave the disc in direct sunlight or near a radiator or other source of heat.
• Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

SEGA DREAMCAST HARDWARE UNIT

Disc Door

Power Button
This turns the
unit ON or OFF

Open Button
Press to open
the Disc Door

Control Ports

Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4.

Overhead View

Analog Thumb Pad

X Button
Y Button
B Button
A Button

Direction Button
(D-Button)

Start Button

Forward View

Expansion Slot 1

Right Trigger
(Trigger R)

Left Trigger
(Trigger L)

Expansion Slot 2
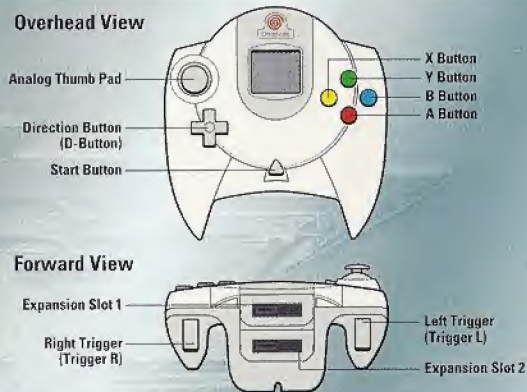
NFL Blitz 2000 is a 4-player game. Before turning the Sega Dreamcast power **ON**, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start Buttons**. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

* Purchase additional controllers (sold separately) to play with two or more people.
** The game controls are all set to their initial settings. To change the control settings, see **"Initial Game Controls"**, next page.

NOTE
Operation with incompatible controllers is not guaranteed.

Turbo (Left Trigger)

Blitz Passing/Audible** (Right Trigger)

Pass / Change Player

Move Player (8 Directions)

Hurdle / Tackle

Start / Pause
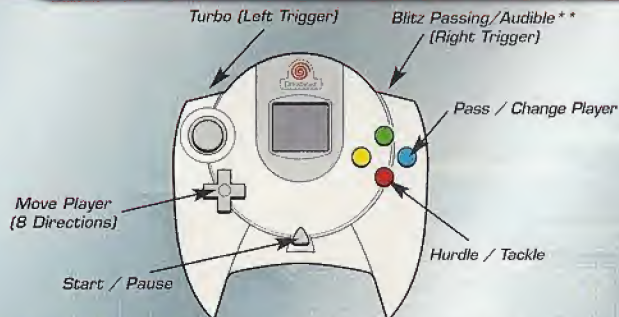
* **Blitz Passing (Right Trigger)** must be held to keep function activated. For more information, see PG. 23.

** Audibles are called by pressing and holding the **Right Trigger** and then pressing **Left** or **Right** on the **Directional button** to select your play. This must be done at the Line of Scrimmage before the ball is hiked.

MENU SELECTION

- Press the **Directional button Up**, **Down**, **Left** or **Right** to highlight options.
- Press the **A button** to select options.
- Press the **B button** to go to the previous menu.
- Press the **Start button** to pause the game and display the Quit Menu.

NOTE
Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

VISUAL MEMORY UNIT (VMU)

Cap

Connector

LCD Screen

Sleep Button
Mode Button
B Button
A Button

Direction Button (D-Button)
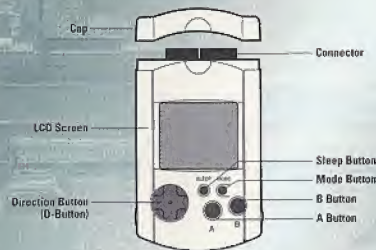
Use this device to Load or Save Configuration Data and options settings to your Memory card. After selecting a **Load** or **Save** option, press the **A button** to Load or Save data.

When saving data, your Controller Configuration and any game configuration settings will be saved to the Memory card until the next time you play **NFL Blitz 2000**. The Memory card will automatically load any saved data when powering up the console, as long as you have a Memory card inserted in your Sega Dreamcast.

The number of memory blocks required to same game files varies according to the type of software and content of files to be saved. With this game, 20 blocks are required to save the game information and 5 blocks are required to save the options settings. The options settings will be automatically saved when the options menu is exited.

* IMPORTANT WARNING *
While saving a game file, never turn **OFF** the Sega Dreamcast power, remove the Memory Card or disconnect the controller.

SEGA DREAMCAST JUMP PACK™
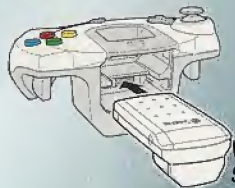
When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, this peripheral provides a vibration effect that can considerably enhance the game play experience.

When the **Jump Pack** is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the **Jump Pack** does not lock into place and may fall out during game play or otherwise inhibit game operation.

To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **Y**, **X** then the **Start Buttons**. This will cause the Dreamcast to soft-reset the software and display the title screen.

After pressing Start from the Title Screen, the Main Menu is displayed. You can then choose from the game options listed below.

To select an option, move the Directional button to highlight the option, then press the **A button** to select the game option. Press the **B button** to go back to the previous menu screen.

ARCADE
This game mode is a straight-forward, no-nonsense way of playing **NFL Blitz 2000**. Up to 4 players can jump in and get busy. For more information see ARCADE MODE on the next page.

TOURNAMENT
Compete with up to 8 teams in tournament play to find out who's the best! More information is available under TOURNAMENT MODE on page 13-14.

SEASON
Only 1 player can use this mode. Pick your favorite NFL team and play through an entire season. Can you make it all the way to the Super Bowl? Look under SEASON MODE on pages 15-16 for more info.

PLAY EDITOR
Create and edit your own plays, customize your playbook and assign your audibles. See PLAY EDITOR on pages 19-21 for more details.

STATISTICS
View the game's statistics. Select High Scores or Team Rosters, then Press the A button to cycle through the records.

When you first select Arcade Mode, you will have four selections to choose from: *Play*, *Options*, *Load* & *Save*.

PLAY

Jump right into a game either by yourself or with a couple of friends. Up to four players can choose to be on either Team 1 or Team 2. Press the **Start button** while on the screen to have other players join the game.

After you have determined who will play where, press the **A button** to continue. Each player will be asked to enter their name for record keeping. If you select "Yes", you will enter your name followed by your Personal Identification Number (PIN). Press the **Directional button** in any direction to highlight letters or numbers, then press the **A button** to make selections.

If you have previously saved game data on the Memory card, your player record will be loaded. If you don't have saved data, the game will inform you that your record cannot be found. You will have to save your info at the end of the game. After you have entered your Name and PIN, you are ready to select a team. (For more information on Memory card usage, see **Visual Memory Unit** on page 7.)

When you select your team, press **Up** or **Down** on the **Directional button** to cycle through the different NFL teams. Once you have found the team you want to play with, press the **A button**. For more information on playing **NFL Blitz 2000** or **Team Selection**, see PLAYING THE GAME on pages 22-23.

OPTIONS

The Options Menu in Arcade mode will allow you to customize your game by adjusting different settings. In the Arcade mode menu screen, highlight **Options** and press the **A button**. Press Left or Right on the Directional button to highlight the Option you'd like to change and press the **A button** again to select it. This will access the different game options below:

GAME

Game Difficulty, Quarter Length, Play Timer (On or Off), Field Effects, Help Boxes & Auto Save. Press the **A button** to open the sub-menus and to activate your selection, then press **Up** or **Down** to cycle through your choices. When you are finished, press the **B button** to go back to the Options Menu.

> **NOTE**
> To speed up the game between quarters, you can turn off the Help Boxes.

SOUND

Use this option to control the volume of the game's **Crowd** noise and how loud you want the background **Music** and **Announcer** to be. Press **Up** or **Down** to highlight the option, then press **Left** or **Right** to control the volume. When you are done, press the **A button** to continue.

ARCADE MODE

CONTROLLER
You can configure your Controller with this option or set a Controller to the game's initial setting. Simply highlight which Controller you want to configure and press the **A button**.

Press the **Directional button Up** or **Down** to highlight the action you want to change, then press the button you'd like to correspond to that action. To set all the controllers to the initial setting, highlight **Init Settings** and press the **A button**. The controller you're editing will be reset.

If you're using a **Jump Pack**, you can also adjust the Vibration Level. Highlight **VIBRATION LEVEL** and press **Left** and **Right** on the **Directional button** to select Off, **Normal**, **Brutal** and **Dangerous**.

LOAD
Use this option to load your saved **NFL Blitz 2000** data from a Memory card.

SAVE
Player Records, Game Options and System Options can be saved with this option.

TOURNAMENT MODE

When you select Tournament from the Main Menu screen, you will be given two options: New (begin a new tournament) or Load (load a saved tournament from a Memory card). When you select New, you must enter a name for the tournament. Move the **Directional button** in any direction to highlight letters. Press the **A button** to select a letter. When you are finished, highlight **END** and press the **A button**.

Next, you will select how many teams will be in the tournament. Highlight the number of teams you'd like, then press the **A button** again. Next you will choose whether you want **Single** or **2 of 3 Elimination**. Single Elimination means that if you are defeated a single time, you are out of the tournament. 2 of 3 Elimination means you must beat your opposing team twice before advancing in the tournament.

After you set up your tournament, all the teams will be allowed to enter a name for themselves. Select **Set Names** to access the teams. Press **Up** or **Down** to select a team, then press the **A button** to access the Enter Name Screen. Enter the name, followed by a Pin Number. Repeat the process for all teams.

Setting a team with the name that exists as an Arcade record will give you that player's custom playbook and plays, if any. After the names have been entered, you can choose who will play who by choosing **Set Matchups**. If you would like the game to choose, simply select **Random Matchups**.

TOURNAMENT MODE

If you have selected an **ODD** number of teams to participate in the tournament, one team will have a **BYE** for their first game. A **BYE** means that the team with the **BYE** does not have to play. Once the first team has been eliminated, the **BYE** team will then have to compete in the second round of the tournament.

Once your tournament has been set up, you are now ready to get it going. Under the Tournament Options menu, select Play and press the **A button**. You'll then go to the Controller Select menu and select what controllers you'd like to correspond with the players.

When you start a new tournament, you will be able to view the teams' statistics and point totals as well as changing the game's options. Once you have accessed the options, highlight what sub-menu you'd like to enter and press the **A button**. Once you have accessed the sub-menu, highlight what selection you'd like to view (or option you'd like to change) and press the **A button**.

After you have set up your Tournament and want to save it, at the Tournament menu highlight the **Save** sub-menu. Press the **A button** and choose what save slot you would like to save to.

SEASON MODE

Season Mode allows you to take control of a team and play it through an entire NFL season. At the Main Menu screen, highlight **Season** and press the A button. You will then be given two options. **New** allows you to pick a team to use for your season. **Load** will let you load a saved season.

LOAD SEASON
If you choose to **Load** a season, highlight **Load** and press the **A button**. Then you must select the saved season from your Memory card. Once you have located the saved season, press the **A button** to return to the Season Mode menu.

Once you have successfully loaded a saved season or began a new one, you are now ready to continue. At the Season Mode menu screen the remaining menu selections will become available. From these selections you can play your next game (Play Week), check your Results (see next page) and adjust the Season Options. You will also have the option of starting a New season, Loading a season and **Saving** your progress.

> **NOTE**
> You may only adjust **Quarter Length** and **Difficulty** options before the game. These options are not adjustable between quarters of a game in progress.

SEASON OPTIONS

In the Season Mode menu you will find the Options category. Highlight the bar and press the **A button**. You can scroll through the different options by pressing **Left** and **Right** on the **Directional button**. You can adjust the Season Options such as **Difficulty**, **Quarter Length** and turning the **Play Timer On** or **Off**. You can also adjust the game **Sound** and the **Controller** configurations. For information on adjusting the game options, see ARCADE MODE on pages 8-10. Once you have adjusted your options, you can press the **B button** to return to the Season Mode menu and save your season's settings.

SEASON RESULTS

Under the Results selection on the Season Mode menu screen, you can look up your team's standings and other information from your season. Highlight **Results** and press the **A button**. Move **Left** or **Right** with the **Directional button** to highlight which result you wish to view.

VIEWING RESULTS

The results menu contains all you will need to know about your season. With Schedule, you can view your upcoming schedule and who you're going to be playing against. With Standings you can view your team's current ranking as well as the other NFL teams. Your team will be highlighted but you can view the other teams by pressing **Up** or **Down** on the **Directional button**. Statistics lets you know where you are in regards to **Passing**, **Rushing**, **Defense**, **Points**, etc.

This is a good way of measuring your team against the rest of the league. You can scroll through the different statistics by pressing **Left** and **Right** on the **Directional button**. You can view where other teams are in regards to statistics by pressing **Up** or **Down** on the **Directional button**.

To start off, choose **Play Editor** from the Main Menu. Once you have accessed **Play Editor**, you will be asked to enter a NAME and PIN. If you don't have any saved information, a new file will be created.

PLAY EDITOR MENU

After you have accessed a file, you will enter the Play Editor menu. You have numerous choices available to you:

OFFENSE : Create or Edit plays for your Offense.

DEFENSE : Create or Edit plays for your Defense.

MAINTENANCE : Copy and Clear your Offensive and Defensive plays.

PLAYBOOK : Edit the existing NFL Blitz 2000 Playbook! Edit all three Offensive pages of the playbook, the Defensive page and set Audibles for your team!

SAVE PLAYS : Save your plays to your Memory card here.

SAVE / EXIT : Exit Play Editor and save your data as well.

PLAY EDITOR

USING THE PLAY EDITOR
Using the Play Editor is a great way to improve your team's skills on the field, and show your opponents your knowledge of the game. Create entirely new plays to crush your opponent. The following pages will give you instructions on how to Create your own plays, Edit existing ones and Customize your playbook!

EDITING OFFENSIVE PLAYS
Select **Offense** from the Play Editor menu and press the **A button**. You'll notice nine blocks on the right of the screen. If you have no saved playbook data you must create some. If you are just starting your playbook, the option **Create/Edit** will only be available. Press the **A button** at this option to continue. Next you can select which of the nine blocks you wish to be your new play. Select one and press the **A button**. The rest of the menu options will now be available:

PLAY TYPE
Normal, Fake Field Goal & Fake Punt. Choose which type of formation you'd like to start with by pressing the **A button**. Another selection menu will offer you other aspects of the formation. Each time you highlight an option, a preview will appear below.

EDIT ROUTES
Control each player on your offense. For information on creating the running routes, see **Editing Player Routes** on the next page.

NAME PLAY
After you are satisfied with your newly created play, name it.

MAIN MENU
This will take you back to the Play Editor menu.

PLAY EDITOR

EDITING DEFENSIVE PLAYS

If you select **Defense** from the Play Editor menu you will find the options are basically the same. With **Play Types** you can choose from **Normal** defensive play to a **Blitz**. Formation refers to how you want your defense to be set up on the field. Select from the six choices and press the **A button**.

You can also name your defensive play, and set defensive action points (rush, zone, man), as well as place your players in their starting position. More information on editing routes is available on the following page.

EDITING PLAYER MOVEMENT

When you are creating an offensive or defensive play, select what type of play it will be and then choose **Edit Routes**. Highlight each player by pressing **Up** or **Down** on the **Directional button** and select them by pressing the **A button**. Move the player on the field with the **Directional button**.

Set route actions (**Juke, Spin, Fake, Block, Turbo, Wave,** and **Delay**) to change your player routes. Information on each type of action is displayed at the top of the screen as you select an action to change.

PLAY EDITOR

OFFENSIVE MOVEMENTS:

Select a player and press the **A button**. On screen instructions appear as you edit. Move your **Receivers** along the Line of Scrimmage and down the field using the **Directional button**. When you press the **A button**, a screen will become available with different movements the player can perform. Select the move you want the player to do and press the **A button**.

You can have your player run straight, spin, cut to the left and then turbo into the end zone. Your Quarterback can either stand in a **Regular Set** or a **Shotgun** position. Your Linemen can be moved along the line of scrimmage.

DEFENSIVE MOVEMENTS:

Select the **Formation** your defense will be in. This will determine whether you have Four or Five Defensive Backs on the field. Select a player and press the **A button**. Next select where that player will be and what action that player will be performing (Man 2 Man, Zone coverage or Rush).

After you're set, select **Return** and press the **A button** to return to the Play Editor: Defense menu. The menu works the same as in Offense. You can now Name your play and return to the Play Editor main menu to Save it.

MAINTENANCE:

If you select Maintenance from the Play Editor menu, you will have three choices: **Copy Play**, **Clear Play** & **Main Menu**. **Copy Play** allows you to copy an offensive or defensive play to your nine slot playbook. **Clear Play** lets you erase existing plays in your custom playbook to free up space for new plays. Main Menu will take you back to the previous menu screen.

PLAY EDITOR

EDITING THE PLAYBOOK

Select **Playbook** from the Play Editor menu. You are now able to configure the game's playbook. Your can select from the three offensive playbook pages, the defensive page or set your audibles. Select which page you'd like to edit. Press the **A button** to access that page.

Move the **Directional button** to the play you wish to edit and press the **A button**. A small window will appear showing all the plays that are available to you. You can scroll through each one by pressing **Up** or **Down** on the **Directional button**. Once you have selected a play you wish to place in that block, press the **A button**. The same is done for the defensive page.

SETTING AUDIBLES

Audibles are plays changed at the line of scrimmage. This is great when you notice that the defense is set to stop your play and you're about to pay for it. Select **Playbook** from the Play Editor menu and then select **Set Audibles**. Next select from **Offense** or **Defense**. The **Right Trigger** (along with the **Directional button Left** and **Right**) is used to call your audibles during the game.

Select from **Audible 1**, **2** or **3** and press the **A button**. Next select what play you want to correspond with that **Audible**.

During the game, you can call an **Audible**. The initial button for an audible is the **Right Trigger**. Press this and then move the **Directional button Left** and **Right** to select your audible. Do this at the line of scrimmage before the play begins.

Player 1   Player 2   Player 3   Player 4

TEAM SELECTION

Prior to each game, players select their team at the Team Selection Screen. Press the **Directional button Up**, **Down**, **Left** or **Right** to scroll through the list of NFL teams. Press the **A button** to select your team and go to the Pre-Game Screen.

> **Note**
> When playing a 3 or 4 player game, the first two players to join each team will have control at the Team Selection Screen.

ENTERING CODES

A great feature in the game is the ability to enter secret codes before the game. These are accomplished by pressing your gameplay buttons to cycle through different icons on the bottom of the screen. Once your icon sequence has been entered, move the **Directional button** in a specific direction for that code to work.

If you've done everything correctly, you'll hear a sound and the correct code's name will flash above your icons. The codes must be entered at the Match-Up screen quickly because you only have a few seconds to enter as many as you can! Each player may enter codes under his/her own icon bar.

PLAYING THE GAME

PLAYER CONTROL

NFL Blitz 2000 allows you to play with up to four players. If you are playing a four player game, the teams are split into two players per team. On Offense or Defense, two players can put their skills together to crush their opposition.

Players 2 & 4 Players 1 & 3

Player TURBO METERS
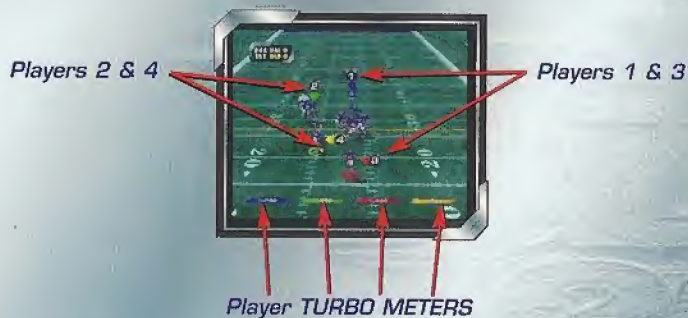
On Offense, one of the players is the Quarterback, while the other player is set as a Receiver without any specific play pattern to follow. On Defense, you can have one player rush the QB or just hang back with the other player to ensure that no progress is made by the Offense.

Each player will have an icon above them with their player number to show their location on the field. Each player's **TURBO METER** is located on the bottom of the screen.

BASIC MOVES

BASICS MOVES ON OFFENSE

* **MOVE PLAYER**: Directional button
* **TURBO**: Left Trigger
* **JUMP**: A button
* **PASS**: B button

BEFORE THE SNAP

* **SHOW PLAYER NAMES**: Press the Left Trigger
* **MOVE MAN IN MOTION**: Move the Directional button Left or Right
* **HIKE BALL**: A or B button

BEHIND THE LINE OF SCRIMMAGE

* **PASS**: Directional button towards receiver + B button
* **HURDLE**: A button
* **HIGH HURDLE**: Left Trigger + A button
* **TURBO RUN**: Hold the Left Trigger
* **SPIN MOVE**: Press the Left Trigger twice
* **JUMP PASS**: A button, then B button
* **FAST PASS**: Left Trigger + B button
* **DIVE FORWARD**: Left Trigger + A button twice

OVER THE LINE OF SCRIMMAGE

* **LATERAL BACK**: B button
* **STIFF ARM**: Left Trigger + B button
* **HURDLE**: A button
* **HIGH HURDLE**: Left Trigger + A button
* **TURBO RUN**: Hold the Left Trigger
* **SPIN MOVE**: Press the Left Trigger twice

BASIC MOVES ON DEFENSE

MOVE PLAYER :	Directional button
TACKLE :	Move your player into the player carrying the ball
DIVE TACKLE :	Press the A button
CHANGE PLAYER :	Press the B button
TURBO RUN :	Hold the Left Trigger
INTERCEPT/SWAT BALL :	Press the A button
PUSH OPPONENT :	Left Trigger A button
POWER TACKLE :	Left Trigger + B button

BLITZ PASSING

As an alternate way to find your receivers, hold the Right Trigger to bring up button icons underneath the receivers. Press the corresponding button to throw the ball to that receiver.

YOU'RE ON FIRE!

NFL Blitz 2000 also allows your team to be set ablaze if you're doing good enough. Whether you are on Offense or Defense, your team will be even tougher to stop. You will notice increased speed and power, but if you don't keep up the good work your flame will go out! Your team will be set "On Fire" when you successfully complete three passes in a row to the same receiver or if the Quarterback or Receiver gets sacked behind the line of scrimmage twice in a row.

TIP SCREENS

After each Quarter of play, you will be shown a Tip Screen. One of the lovely Blitz 2000 Cheerleaders will give you some pointers on how to play the game as well as some secrets you should know about! Read the screen quickly, because it doesn't stay up there too long! These hints and tips are very important if you want to perform better on the field!

GAMEPLAY TIPS

Just to be a good sport, we've given you some of the tips you'll find in the game below:

- Onside Kicks can be performed after you have scored. Right before the kickoff, press **Up** on the **Directional button** and hold all three gameplay buttons!

- At the Play Select screen, move your cursor to the top-left slot on the page. Now press **Up** on the **Directional button** twice to hide your cursor! This will hide your play from the opposition. Just keep track of what play you picked!

- Watch your **TURBO METER** carefully during the game. It's important to have some available for special moves! Of course if you entered the code for **UNLIMITED TURBO** at the beginning of the game, you've got nothing to worry about!

CREDITS

ARCADE TEAM

ORIGINAL GAME DEVELOPERS
Sal Divita & Mark Turmell

PROGRAMMERS
Jason Skiles, Mark Turmell, Dan Thompson
Mark Guidaralli & Jeff Johnson

ARTISTS
Sal Divita, Jennifer Hedrick, Jim Gentile & Luis Root

AVALANCHE SOFTWARE

PROGRAMMING
Matt Fairweather, Joe Barnes, Travis Nixon, Jason Humphrey & Jim Henn

ART
Rodney Olmos, Joe Williamsen, Jeff Bunker, Gary Penacho & John Blackburn

SOUND EFFECTS
Paul Webb

CREDITS

MIDWAY HOME TEAM

PRODUCER
Michael Gottlieb

ASSOCIATE PRODUCER
Andy Kaffka

ASSISTANT PRODUCER
Ed Tucker

TECHNICAL DIRECTOR
Scott Maxwell

PRINT DESIGN & PRODUCTION
Midway Creative Services - San Diego, CA

PRODUCT TESTING MANAGER
Rob Sablan

PRODUCT TESTING SUPERVISORS
Seth McNew & John Ubalde

LEAD TESTER
Jeff Greenhut

TESTERS
Kevin Alfoldy, Casey Bryson, David Langat, Edgar Perez,
Eric Rose, Clark Terrill, Jordan White & Arick Wong

PRODUCT MARKETING MANAGER
Tim Williams

SPECIAL THANKS TO
The NFL, PLAYERS INC, Gene Goldberg, Monty Amdursky, Tim Langley,
LaShun Lawson, Farra D'Orazio, Kathy Lange, Kathy Schoback, Sal Divita,
Mark Turmell, Deborah Fulton, Ira Kalina, Steve Montano, Jason O'Brien,
Alex Salcedo, Nathan Blomberg, Gilbert Sandejas, Loren Cone,
Josh Hutchins & all of our Friends & Families

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE.

IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
www.midway.com

Midway Customer Support
903 874-5092
10:00am - 6:30pm / Central Time
Monday - Friday
Automated help line open 24 hours a day

ESRB RATING
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374, 5,525,770, 5,627,895, 5,688,173, 4,442,486, 4,454,594, 4,462,076, Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA